STAR WARS

X-WING VS. TIE FIGHTER

SINGLE AND MULTI-PLAYER SPACE COMBAT SIMULATION

INSTRUCTION MANUAL

LucasArts

STAR WARS: X-WING VS. TIE FIGHTER
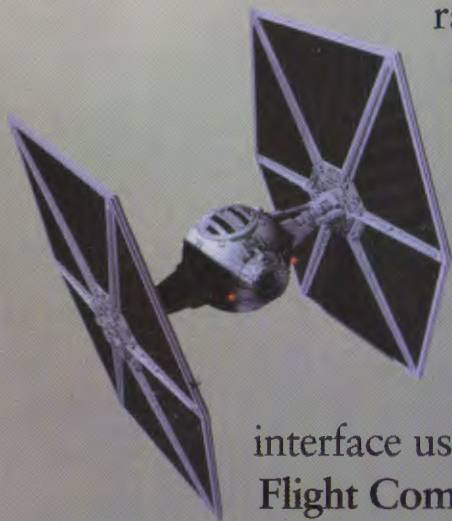
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Welcome to **X-Wing vs. TIE Fighter**, the *Star Wars*® Single and Multiplayer Space Combat Simulation! Finally, you can battle with and against human opponents in the *Star Wars*® universe, piloting famous starfighters in deadly conflicts, battling for supremacy!

There are many types of missions to choose from, ranging from chaotic death-matches to fully involved strategic strikes. All missions can be flown solo and most of the missions can be flown with multiple pilots, each player taking on a different role to help win the mission.

This manual will explain each of the different aspects of the **Data Pad,** the main interface used in choosing missions and teams, and the **Flight Combat,** which is where the real action happens.

THE DATA PAD

Pilots
Craft Database
Fly Solo
Host Game
Join Game
Configure
Exit

Exercise

Melee

Tournament

Combat

Battles

Rebel Missions

Imperial Missions

Current Mission

Selected Screen

Select Mission: Training Exercise

Proton Torpedos

Mission Description:
This mission teaches you how to destroy other targets using your warheads. Your craft is armed with proton torpedos, and a reload craft is standing by to replenish your supply. After completing the main objective, more difficult targets will be made available for you to engage.

Default Craft: Y-wing

Mission Settings:
Difficulty: Medium
Randomize: Off
Craft Waves: Default
Starfighter Collisions: On

Help
Text On/Off

Quick Start

Flight Cadet Darth

Begin
Quick Start
Selected Pilot
Timer

THE DATA PAD

The data pad is standard issue for all starfighter pilots and is the main interface for preparing for flight combat. It is used for selecting missions for both solo and multiplayer play, as well as for reviewing pilot and craft information and configuring your computer for optimal game play. By learning the basic layout of the data pad, you will be able to jump into your starfighter cockpit as quickly as possible.
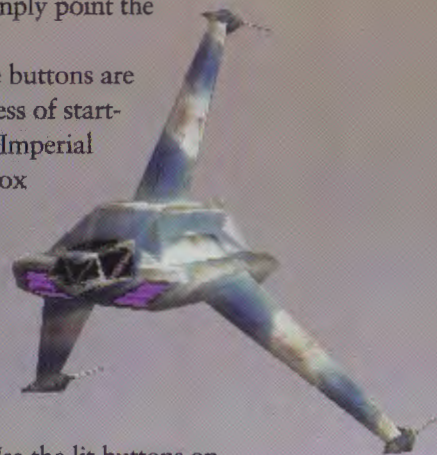
Along the top of the data pad is a series of large metal buttons with images engraved on them. These buttons are used for quickly switching between the data pad screens. If the help text is turned on, then they will be labeled as to their function. When a mission is selected, its name is displayed in the area below the three center buttons.

Along the left side of the data pad is a column of seven smaller buttons. Depending on the screen the data pad is switched to, these buttons will be lit light blue and labeled with different icons. They enable the data pad to display different information and selection options. To determine the function of one of these buttons, simply point the mouse cursor at it and a help box will pop up.

Along the bottom and toward the left side of the data pad are two large special buttons. These buttons are used to navigate forward and back through the various options screens when you are in the process of starting a mission. Your current pilot is displayed at the bottom of the screen with either the Rebel or Imperial insignia spinning beside it to indicate your current side. To the right of the pilot name is a small box that displays a countdown timer in those situations where there is a time limit imposed. Also, in the bottom right corner of the data pad is a small button that controls the help text that is displayed over most of the data pad buttons.

The data pad always starts at the Pilot Records screen. If you have played previously, the data pad will remember the last pilot you have used and have it automatically selected. On all other screens as well, the data pad automatically remembers your most recent selections.

The data pad's operation is controlled by your mouse. Choose the screen you wish to activate by clicking the mouse cursor on one of the large buttons along the top of the data pad. Use the lit buttons on the left to control your selection options. To proceed, click on the button in the bottom left corner of the screen.

MISSION OVERVIEW

X-wing vs. TIE Fighter offers a wide variety of Star Wars flight combat missions: nearly sixty in all, organized into five main types. These are Exercise, Melee, Tournament, Combat and Battle. Exercise, Melee and Combat missions are flown one at a time in any order you choose. Tournaments organize the Melees into extended multi-mission series while Battles do the same for the Combat missions. Here are more detailed descriptions of the different types:

Exercise

Exercise missions are primarily designed to train you in the basics of starfighter combat. The single player missions of this type take you through each of the various crafts' systems and present fairly simple and straightforward challenges. In the two player and eight player missions, all of the player controlled craft are on the same side, so these are considered "cooperative" missions. In these you will start to learn teamwork and more advanced tactics. Competition is present, though, in that you will want to score higher than your teammate(s)!

There is a completely different set of exercise missions available depending on whether you choose to fly for the Rebels or the Empire. Keep in mind that the eight player exercise missions are re-creations of actual historical confrontations between the Rebel Alliance and the Empire. They provide great challenges even for the expert pilot.

Melee

Melee missions are designed to provide pilots with a starfighter arena in which to test their combat skills against one another. All melees support from a single player up to eight players. Some are free-for-alls in which each pilot competes against all others, some are four way contests between two-man teams, and others are match ups between two four-man teams. The missions take place in a variety of environments including minefields and asteroid clusters. The melees are a great way to perfect your basic dogfighting skills, even for a lone pilot against non-human opponents.

Most melee missions have the straight forward goal of simply destroying

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the most targets (or rival pilots) within the given time limit. Others are more complicated in that you may have to defend a mission critical craft. The winner is declared at the end of the mission based on who has scored the most points.
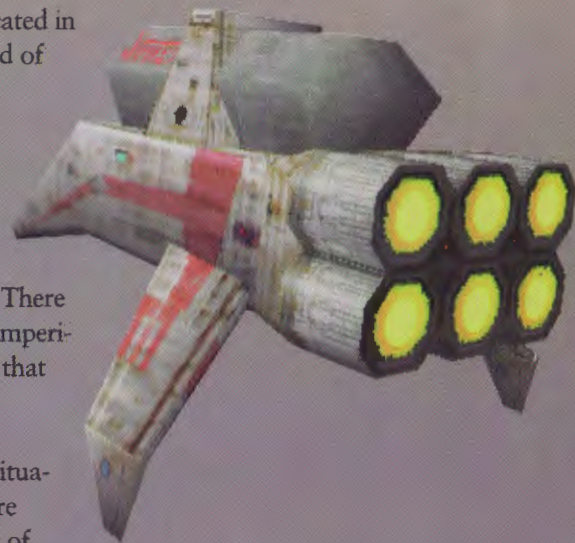
Tournament

The tournaments separate the truly exceptional starfighter pilots from the merely good ones. Through a specific series of three or five melee missions, the tournaments are designed to find the greatest all-around pilot. All of the mission results are combined to determine the overall winner of a tournament. Like melees, the pilot or team that has scored the most total points is declared the tournament victor. There are free-for-all tournaments and two-man team tournaments. Once a side, Rebel or Imperial, has been chosen based on the craft you choose in the first mission, you will be on that side for the entire tournament.

Combat

Combat Engagements are single missions that depict some of the many different situations where Rebel Alliance and Imperial Fleet forces have fought each other. There are many types of missions including hit and fade attacks, raids, convoy escorts, support of boarding operations and capital ship engagements. Your specific role may be offensive or defensive in nature depending on your mission goals.

These missions can be flown from either the Rebel or Imperial side. There are four player controlled flight groups on each side, any or all of which may be occupied in any combination. For example, you could have one "hotshot" take on four "newbies" for an interesting challenge!

Victory is determined by which side achieves all of its "win" goals while avoiding all of its "loss" goals first. Because each side's goals are different, "draws" are possible. Just because one side may have an early lead is no reason for the other side to give up. Even if you can't win, you may still cause the other side to lose as well, in other words a "draw!" In the event of a draw during a battle, the mission will be re-flown.

Battle

Battles are a specific series of three, five or seven Combat Engagements between the Empire and the Rebel Alliance. The side that wins the greater number of Combat Engagements will be determined the victor of the battle. In essence, they are best two out of three, or best three out of five, or best four out of seven. Best out of five is the default.

There are two Battles to choose from, Rebel Alliance Operation: Quick Strike and Imperial Fleet Operation: Clean Sweep. There are offensive and defensive missions for both sides in each battle. The missions can be flown in the order they are listed in the Combat Engagements section, or they will be flown in random order if the "Random Mission" mission setting is on.
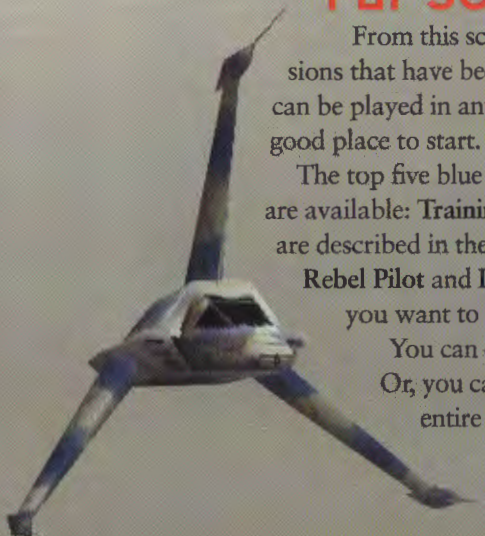
FLY SOLO

From this screen you can select from the missions that are available for single player. This includes missions that have been especially designed for single players as well as all of the multiplayer missions. Missions can be played in any order, but usually the first ones in the list are easier or simpler and are recommended as a good place to start.

The top five blue colored lights on the left side of the data pad select between the different mission types that are available: Training Exercises, Melees, Tournaments, Combat Engagements and Battles. These mission types are described in the *Missions* section of the manual. Below these buttons are two blue colored lights labeled Rebel Pilot and Imperial Pilot. They select between Rebel and Imperial missions. So, depending on the side you want to fly on, select the appropriate button.

You can cycle through the available missions for each type by clicking on its colored button again. Or, you can click on the down arrow control to the right of the current mission name to review the entire list. Select a mission by clicking on its name. In front of each mission name in the mission list there can be an award patch which signifies the best award you have achieved for this mission.

The data pad's screen will always display the name and a brief description of the cur-

rently selected mission. Below the description is an area called Mission Settings. For each mission type there are different mission game options that can be configured by clicking on the light blue button next to the option name. The mission settings that are generally available are listed below. The default settings are in bold type.

■ **Difficulty** (Easy / **Medium** / Hard): Sets the difficulty of the mission. The harder the mission, the tougher the AI opponents will be, the more waves will be generated, and the weaker your AI wingmen will be.

■ **Randomize** (**Off** / On): Some missions have many factors that can be randomized when begun. Starting positions, enemy skill level, and location of cargo are just a few conditions that may change. If you wish the random factors to be active, click on **Randomize**. If you choose **Off** the conditions will be constant.

■ **Craft Waves** (None / **Default** / Unlimited): When the last ship of a flight group is either destroyed or returns home, the entire flight group can be replaced by another wave. You can choose to turn these replacements off, use the mission's default selection or make the replacements unlimited.

■ **Starfighter Collisions** (**On** / Off): Determines whether your craft is damaged if you collide with another starfighter. Turning this option off will negatively affect your score.

■ **Battle Length** (2 wins/ **3 wins**/ 4 wins): Selects number of wins required to win a battle.

When you have selected the mission you want to fly, the side you want to fly on, and any mission options, select either:

▶ **Begin** to proceed to Team Selection, Briefing or Craft Configuration. (See below for more details on these screens.)

▶ **Quick Start** to proceed immediately to flight using all mission default settings.

HOST A MULTIPLAYER GAME

From this screen you create a multiplayer game that other pilots may join. As host you must make selections that govern what mission is chosen and how it is to be played. A good host must keep the game moving smoothly along and should respond with respect to the requests of the other players in the game. As host your computer also takes on a special role in coordinating the information flow during the flight combat.

But before you host a game, you must decide on how the other players will be connected to your computer. There are four connection options that are set up in the "Multiplayer Connection Options" page of the **Config** screen. These must be correctly set up before you host a game or other players will have trouble joining your game.

To begin hosting a game click on the **Host Game** button at the top of the data pad. A dialog box will appear that allows you to give the game a name. Type in a name and hit Enter. Depending on the type of connection you have selected one of two things will happen next. If you have selected Direct Modem or Direct Serial, the data pad will wait for the other player to join in, otherwise, the data pad, after a short pause, will switch to a mission selection screen which is very similar to the Fly Solo screen.

Now that you have created a game and are viewing the mission selection screen, other players may now join your game. As host, only you can select the mission and modify the mission settings. Your choices are conveyed to the other players and updated on their own data pads. The mission choices are in most cases identical to the ones available in the Fly Solo screen except for training exercises. However, there are number of additional mission settings available for Multiplayer play only. These are:

■ **Joining Game (Open** / Require Password): An open game allows anyone to join a game you are hosting or you may choose to limit who can join by assigning a password in the **Config / Multiplayer Connection Options** screen described in the *Config* section.

■ **Mission Time Limit** (None / **Default** / 1 - 20 Minutes): Melee missions have preset time limits, but you can change the length of a melee with this option.

■ **Last Team Time Limit (None** / 1 - 10 Minutes): After one team has secured a victory or a draw has occurred and

one team remains, the mission will end in the time limit set.

■ **AI Opponents** (**Off** / **On**): Turns off computer controlled ships in multiplayer melee missions only. If you only have a few players and don't want non-human opponents in the mission, use this option.

■ **Craft Selection** (**On** / **Host Only** / **Off**): Once a mission is chosen and all players are assigned to a craft, all players will proceed to the **Craft Configuration** screen. If allowed, players may change the type of craft they are in. If you want all players to stay in the ships they were originally assigned, select **Off**. If "Host Only" is chosen then only the host can change craft selection options.

■ **Locate Players** (**Automatic** / **Off**): During a multiplayer mission some ships will be piloted by human opponents while others are controlled by computer AI. You can decide whether your sensors will show if a ship is being piloted by a human by selecting **Automatic**. This will cause ships piloted by humans to have a colored box around them when not targeted, and when the ship they are in is targeted, their pilot names will appear next to the Ship ID in parentheses. By selecting **Off**, you will have to fly close enough to each craft to identify its contents before you'll know if it is human-controlled and which player is aboard.

To switch between viewing the players who have joined and the mission settings use the two lit buttons on the left of the data pad. Also, as host, you may choose not to fly with a particular pilot. You can remove this player from the game by selecting the pilot and clicking on the **Boot** icon.

The game's player list has special information next to each player's name if the game is being played over the internet. This information indicates the quality of the connection that each player has with the host. Please refer to the separate internet document for a discussion of this information.

Important note, before proceeding with the mission, you must wait for all players to join the game. No players can join the mission after you have left the mission selection screen!

Once you have all the players you want to participate, click the **Begin** button. This will move to the **Choose Teams** screen, if applicable. Drag and drop players names into the slots to fill out the teams. After you have assigned all players to teams, click on the **Next** button. The first player name in each team is now the team captain. He will control all activities within the **Briefing**.

If applicable, you will move to the **Briefing**. In the **Briefing**, you and your teammates will have two minutes to dis-

cuss strategy and the team captain will choose the flight groups each player will fly. Team members should use the **Chat Area** to lobby for the ships they wish to fly. Make sure the **Team** tab is selected so this discussion is not broadcast to the other team.

The team captain must then click the **Next** button to move to the **Craft Configuration** screen. If allowed by the game settings, players can choose to change craft or modify the armament on his or her ship. When players are satisfied with their ships and armament, they will hit the **Ready** button. Their names will gray out, showing that they are waiting for other players to enter the mission.
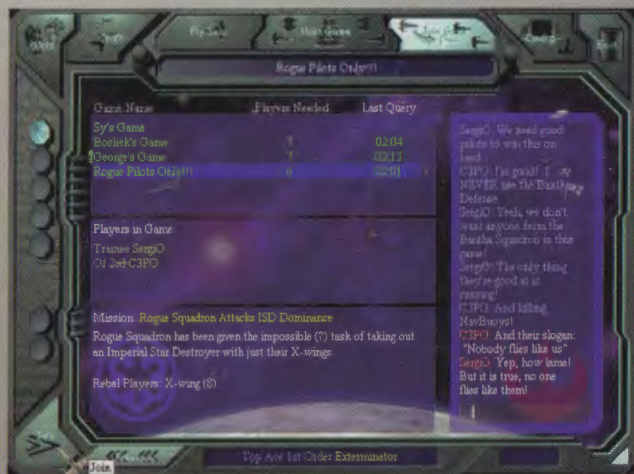
JOIN A MULTIPLAYER GAME

From this screen you can join an already created multiplayer game. Before clicking on the Join Game button, you must know the type of connection you need to set up to communicate with the game you want to join. First click on the **Config** button on the top of the data pad and select the connection type from amongst the four choices on the Network Connection Options screen. For details refer to the *Config* section of the manual. Once you have the connection type set up you may now click on the Join Game button. Depending on the connection type, a different sequence of events will happen.

When playing over a LAN (Local Area Network) using IPX you will see a list of games that are in various states of play. By clicking on the **Query All** button on the left side of the data pad, the status of all games will be updated. You can query the status of an individual game by clicking on its name. Clicking again on a game name deselects it. It is important to note that the status of each game is not updated automatically, but you must request its status by clicking on it or the use the **Query All** button.

The game names are color coded to reflect their last queried status. The time of the last query is displayed to the right of the game name.

Green: A joinable game. You can click on the game name and hit the Join

button in the bottom left corner of the data pad to join the game

Yellow: A game that has begun but not yet started flight. You may still click on the game and chat with the host or other players.

Red: A game that is in flight and cannot be joined.

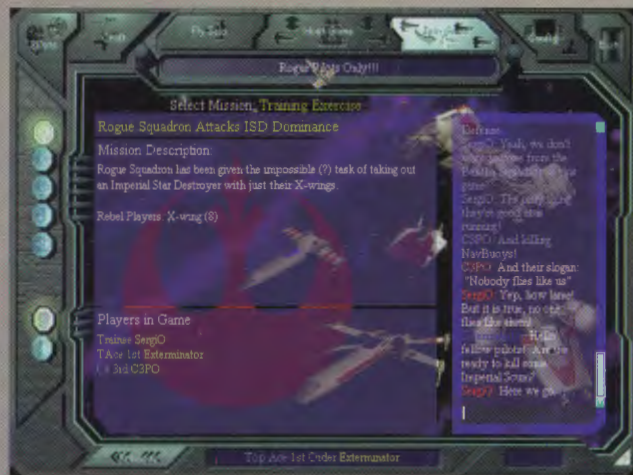**White:** Game status unknown.

Gray: Game version incompatible with your game version or a game that is not responding.

Games with a key to the left of their name require a password. This password is entered on the Multiplayer Connection Options page of the **Config** screen. Once you are connected to the host, you will see a description of the mission that the host has currently selected as well as a list of the players who have already joined the game. Remember, you can only join those games just getting under way, i.e. those that are displayed in green.

If you are not using an IPX connection but are using TCP/IP, Direct Modem, or Direct Serial then the connection process differs. To join a TCP/IP game you must have entered the host's IP address in the Multiplayer Connection Options page of the **Config** screen and then click on **Join Game**. To join a Direct Modem game you must have entered the host's phone number and then click on **Join Game**. To join a Direct Serial game, select that option on the **Config** screen and then click on **Join Game**. A dialog box will be displayed in which you will need to enter the direct serial settings. Click Okay when you are ready. Once the connection is established to the host, you will go directly to the mission selection screen where the host is waiting. For these connections, there are no games to choose from.

Once you are connected to the host's game, you will see the mission that is currently selected at the top of the screen. The bottom portion of the screen shows the players who are currently joined. This area can be switched to viewing the current mission settings by clicking on the appropriate light blue button on the left of the data pad.

Once the host is satisfied that all players have joined, and all options are set he will click on the **Begin** button. All players will move to the **Choose Teams** screen (see below). The first player listed on a team is the team captain and
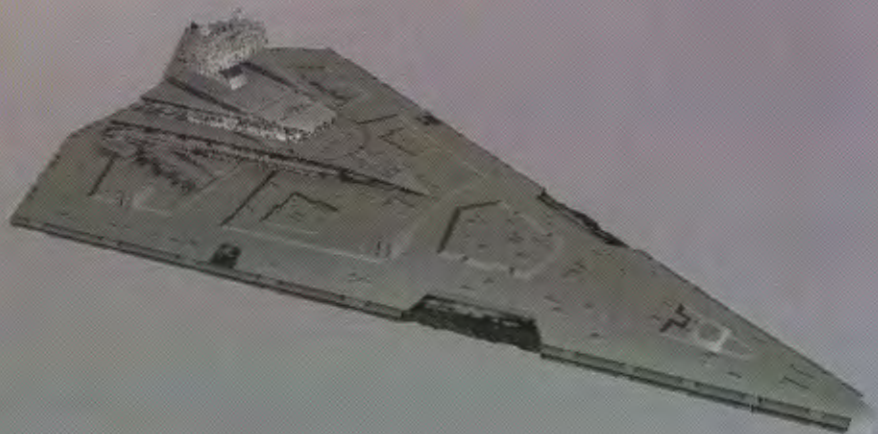
will be in control until the mission is started. Use the **Chat Area** to lobby for the team you wish to fly for and whether or not you want to be a team captain.

If you are selected as team captain, you will then be in charge of the **Briefing**. In the **Briefing**, you and your team-mates will have two minutes to discuss strategy. You will choose the flight groups each player will fly. Team members should use the **Chat Area** to lobby for the ships they wish to fly. Make sure the **Team** tab is selected so this discussion is not broadcast to all players.

The team captain must then click the **Next** button to move to the **Craft Configuration** screen. If allowed by the game settings, players can choose to change craft or modify the armaments on their ships. When players are satisfied with their ship and armament, they will hit the **Ready** button. Their names will gray out, showing that they are wait-ing for other players to enter the mission. This screen will time out in one minute.

Chat Area

During a multiplayer game, you can chat with the other players. The chat area is always active so just start typing a message, and press **ENTER** to send it. You can select the tabs at the top of the chat area to send messages to just your team or to all players.

CHOOSE TEAMS

After certain missions are selected in Fly Solo or in Host Game, the data pad switches to this screen before going to Briefing. These missions require that teams or sides be chosen before continuing. For some exercises and melees the players must be assigned to different competitive teams, whereas for combat missions, players must be assigned to fly for either the Rebel Alliance or the Empire. For both single and multiplayer games the layout is the same. The top of the data pad screen has a list of the **Unassigned Players**. The center portion of the data pad lists the available teams with boxes for players to get assigned to. Players are dragged from the Unassigned Players area and then dropped into one of the empty player assignment boxes under the team name. Players may also be dragged from a team list back into the Unassigned Players area. In a multiplayer game, the player who is listed first in the team is designated the team captain. He will have the responsibility in the Briefing screen to assign the Duty Roster (see below.)

In a multiplayer game only the host can assign players to different teams. Player names can be placed in any combination with certain teams completely filled, other teams partially filled and others completely empty. However, all players must be assigned to a team before the mission can proceed. When everyone is assigned then the host or solo player may hit the Next button to move on.

The following buttons are used for choosing teams:

Auto Assign: Randomly places all players onto teams or sides.

Clear List: Removes all players from their assigned teams to the Unassigned Players list.

BRIEFING & DUTY ROSTER

The briefing is where you'll get important details about the mission you have selected as well as get your duty roster assignment. The top portion of the data pad screen displays a tactical overview of the mission and information on your mission goals. Carefully review the map briefing as it plays through its sequence. This information is valuable for mission completion.

The following three buttons control the map briefing display:

- **Forward:** Moves the briefing forward to the next key segment. Also restarts the briefing if it has been stopped.
- **Stop:** Stops the briefing in its current state.
- **Rewind:** Returns to the beginning of the briefing.

During the mission each player controls a separate group of craft called a **flight group**. A flight group is a group of up to six craft of the same type that work together as a unit in a mission. Usually a flight group contains one to three craft. During the mission, the player is placed in one of the craft and may command the other craft in his flight group through wingmen commands or actually jump to the cockpit to take control directly. When all of the craft of a flight group are destroyed, there may be replacement craft created called **waves**. The number of craft and the number of waves varies from mission to mission.

The bottom portion of the data pad screen displays the mission's duty roster. Depending on the mission there will be from one to four different duty assignments available. Duty assignments include such roles as starship attack, escort or starfighter defense. They define the craft and responsibility for each player during the mission. The left column in the duty roster describes the different flight groups that are available in the mission. The craft type and duty assignment are shown for each flight group. Unassigned players are assigned to a flight group by dragging and dropping their name into the **Assigned Pilots** area. In multiplayer games only the team captain can make these assignments. In a single player game you may choose from any of

the flight groups that are available. The following two buttons are used for duty roster assignment:

■ **Auto Assign:** Randomly places all players into ships, or you can choose to drag the name of each player into the desired ship.

■ **Clear List:** Moves all players from the **Assigned Pilots** list to the **Unassigned Pilots** list. Then you can drag the pilots into the desired ships.

To continue or to restart use these buttons at the bottom of the data pad:

▶ **Next:** Moves to the **Craft Configuration** screen.

▶ **Restart:** Returns to the **Select Mission** screen.

CRAFT CONFIGURATION

Once each player has been assigned to a flight group for the mission, the Craft Configuration screen offers options for craft and armament selection. Depending on the particular mission and in multiplayer games whether you or the host has control or not, different options will be available.

The screen will display a view of your current craft type. Above the craft is a readout of information about your flight group including the number of craft in each wave, the number of waves and its current armament. Below the craft graphic is a table of information showing what all the players in the game have selected for their craft. In the combat missions, you will be able to see only the choices for the players that are on your team or side.

To select your craft and armament use the five lit buttons on the left side of the data pad:

■ **Next Craft Choice:** Selects the next available type of craft.

■ **Previous Craft Choice:** Selects the previously available type of craft.

■ **Next Warhead Choice:** Selects the next available type of warhead.

■ **Next Beam Weapon Choice:** Selects the next available type of beam weapon.

■ **Next Countermeasure Choice:** Selects the next available type of countermeasure.

To begin or to go back use the two buttons at the bottom of the data pad:

▶ **Fly:** Launches the selected mission.

▶ **Previous:** Returns to the **Briefing and Duty Roster** screen.

CRAFT ARMAMENTS

Warheads

Warheads are launchable offensive weapons for quick damage or destruction when lasers aren't enough. Fighters can only carry a limited number of warheads, but these can be reloaded if a reload craft is available in the mission.

▶ **Concussion Missiles:** Missiles are mostly for use against other starfighters. They are fast and agile, but are generally not powerful enough to use against large ships.

▶ **Advanced Missiles:** More powerful than the standard concussion missile in every way, the advanced missile can even be used to take out other warheads.

▶ **Mag Pulse:** The mag pulse is used to temporarily disable another craft's laser batteries. It can be used against starfighters and capital ships. If used against a starfighter, it will disable lasers for twenty seconds. Against larger ships, each mag pulse will add thirty seconds to the time its lasers are disabled.

▶ **Proton Torpedoes:** Proton torpedoes are for use against larger ships. Generally too slow against starfighters, they pack a powerful warhead and can quickly dispatch a slower moving craft.

▶ **Advanced Torpedoes:** An improvement over the standard torpedo, the advanced torpedo carries a larger warhead and makes an even more formidable weapon.

▶ **Heavy Rockets:** Heavy rockets are for use against the larger capital ships. They are slow moving and are most successful when a full lock is achieved.

▶ **Space Bombs:** Space bombs are the most powerful warhead and are for use against the largest capital ships, but are also the slowest and least maneuverable. For best accuracy this payload should be launched as close as possible to the target

Beam Weapons

Beam weapons can be loaded on any Imperial ship except the TIE fighter and are used to disrupt other ship's systems.

▶ **Decoy:** The decoy beam sends out a general disruption field that renders your craft invisible to other crafts' sensors. Visually they can still attack you, but you will not appear in targeting sensors, nor can you be tracked for a missile lock.

▶ **Tractor:** The tractor beam is a directional beam that, when trained on another starfighter, will slow its maneuverability, making it easier to hit with lasers and warheads. Using a tractor beam in conjunction with missiles is a lethal combination.

▶ **Jamming:** A jamming beam is another directional beam that can prevent a target from firing lasers or missiles. Its primary use is during escort missions and is used to prevent attacking craft from firing on your ships. When used against capital ships, a single jamming beam will only disable a portion of its laser batteries. To completely disable a capital ship's batteries, multiple beams must be trained on it simultaneously.

Countermeasures

Countermeasures are defensive options to distract or destroy warheads that are targeting your ship.

▶ **Chaff:** Chaff is rear-firing bursts of electro-magnetic energy that can disrupt a homing missile's impact and also deflects and nullifies a beam weapon trained on your craft.

▶ **Flare:** Flares are actually miniature warheads that when released will home in on the nearest hostile target, first choosing warheads, and if none are present, enemy starfighters.

MISSION VARIATIONS

This section offers some suggestions for modifying the standard missions and settings to create a myriad of new combat challenges. There are many ways to change the standard missions: changing the missions settings in mission selection, selecting different sides or teams, selecting different duty roster assignments, and finally selecting different craft and armament. For each mission type certain options are more useful than others. Summarized below are suggestions for each mission type that are good place to start.

Exercises

Each exercise is designed to offer many mission variations. The chief way to try these is through modifying your craft and armament in the **Craft Configuration** screen. The "Difficulty" mission setting also greatly effects the mission challenge. On **Hard,** many of the eight player exercises require a number of players cooperating effectively for your side to be victorious.
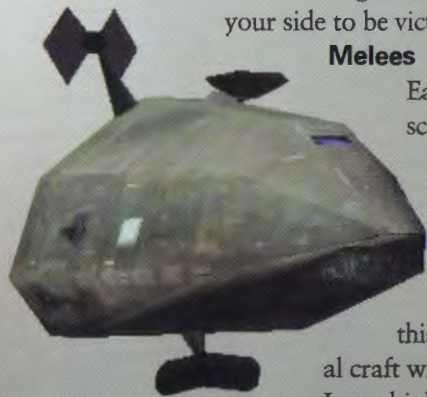
Melees

Each melee mission provides a standard setup that can be easily modified in the **Craft Configuration** screen for a nearly endless set of possibilities. In melees, all craft are generally available as alternate selections, as well as most of the warhead options. In single player, when a player changes his choices the opposing flight groups automatically change their selections to maintain an even match up. For example the first melee mission called "Basic Furball" has a standard setup of X-wings with no extra armament for all craft. In the Craft Selection screen this setup can be easily changed to TIE Interceptors carrying missiles and flares. All the opposing craft will now carry this configuration. This mission setup creates a completely different challenge of flying against Imperial craft with extra armament. There are many combinations or craft type and weapon choices to try.

In multiplayer two different approaches can be used depending on whether the mission setting "Craft Selection" is set to **On** or **Host Only**. If the Craft Selection setting is **On** then all players are free to choose whatever craft and armament they want to fly against each other. If the setting is **Host Only** then the host changes everyone's craft and armament to the same settings to maintain an even playing field. This way the Basic Furball, as well as all the other melees, can be configured with any combination of craft.

The "AI Opponents" mission setting is important for removing any non-human controlled opponents if they are not desired. The "Difficulty" mission setting has a great impact on melee missions if AI opponents are present. Set at the **Hard** level, the non-human controlled opponents can give even veteran pilots a stiff challenge. For single player melees, the hard level is a good way to prepare for human opponents.

Tournaments

The same settings that effect melees are very useful in creating tournament variations. By using the Craft Selection

screen options to reconfigure player craft, there are many tournament variations possible. Each of the melee mission defaults to a different craft and armament. One possibility is that a tournament is flown entirely in X-wings or Assault Gunboats by all players. This would determine who is the best pilot of a particular craft. Or players can be given the freedom to choose their own craft, allowing any kind of mixed match up. It is important to remember that the craft selection made on the first melee mission determines whether the player will have Rebel or Imperial craft available as choices for the rest of the tournament. Each players is restricted to flying the craft of one side or the other for the entire tournament.

Like melees, the Difficulty setting greatly effects the challenge of the tournaments. Tournaments prove which pilot has the skills and the stamina to be a champion pilot. Keeping up with the AI opponents on Hard level should provide a good workout. Each AI opponent's score is accumulated through the entire tournament just like a human player. Remember the goal is to be the overall points leader by the end of tournament. Doing well in just one melee mission does not ensure victory.

Combat Engagements

First, the player should try winning each combat engagement from both sides. Then the player should move up the "Difficulty" mission setting to **Hard** for an extra challenge. The solo player can also experiment with different duty roster assignments. The default roster assignment is generally easier than the other possible assignments. Many of the alternative duty roster assignments are extremely challenging and force the player into a different role where he must use new and different tactics. Choosing alternative craft in the Craft Configuration screen can make the mission easier or harder depending how the craft compares to the default craft. Adding warheads and other weapons systems almost invariably makes the mission easier.

Battles

All of the Combat Engagement suggestions described above apply to Battles as well. In addition, there are two mission settings that affect how a battle unfolds. The "Battle Length" mission setting is used to set a shorter or longer battle by changing the number of mission victories that are required to win. The "Random Mission" mission setting will randomly select the mission order.

FLIGHT CONTROLS

The key to survival in an intense space combat environment lies in the mastering of one's flight controls and maintaining a high degree of awareness both of the state of one's craft and the surrounding combat situation. The next three sections of the manual address these needs. This section provides an overview of a starfighter's flight controls. The next section, called **Flight Instrumentation**, will provide details in how a pilot can use the instrumentation of his craft to monitor his craft's condition and the battle around him. The final in-flight section, called **Starfighter Cockpits**, gives individual cockpit layouts broken down craft by craft. For specific keyboard definitions and joystick controls for any of the flight controls, you should refer to the separately enclosed **Reference Card**.

View Controls

Every time you start a mission you begin in the forward cockpit view. There are in fact three view modes, the cockpit view, HUD view and external view. The cockpit view displays internal details of your craft's cockpit in addition to the information provided by the various instrumentation. Details of this instrumentation is described in the next section of the manual. The HUD view maximizes your view of the external environment by stripping this detail away, retaining only the CMD, sensor displays and critical data from your primary systems. The external view is the view from directly outside your craft with your craft in the center of the screen. In any view there are seventeen directions to look in. Using the keypad you can change your view to look behind, to the sides and "corners" of your craft. In each of these directions you can look level or high. The high view is 45 degrees above level. You may also look straight up.

Steering Controls

Steering your craft is accomplished by moving your joystick in the direction you wish to turn. Note that when turning to the left or right, your craft will automatically bank (roll) in the direction you are turning. You can not turn the craft without banking, but you can roll the craft without turning. To execute a roll press the second button of your joystick while moving the joystick in the direction you wish to roll. The turning rate of your craft is directly related to your throttle controls and power redirect settings (see below.)

Throttle Controls

Throttle settings determine how fast your craft will go and how maneuverable it will be in normal flight. The stan-

dard throttle settings are full, 2/3, 1/3 and zero, but the throttle may be adjusted to almost any setting. All craft achieve their maximum maneuverability at the 1/3 throttle setting and their minimum maneuverability at the zero and full setting. In a tightly turning dogfight, adept adjustments in throttle are essential to staying on an enemy's tail and keeping them off yours.

Power System Controls

Each craft's power system is used to drive the sublight engines, cannons, (and for those craft so equipped), shield systems and beam weapons. By changing the balance of power to the individual systems you can tailor your ship's power output to the tactical demands of the current situation. You have direct control over the cannon, shield and beam weapon recharge rates. Adjusting these recharge rates also inversely adjusts how much power goes to the engines. The available settings allow for maintenance, increased or maximum power to the system; or the system's power partially or fully redirected to the engines. The default settings are always at the basic maintenance level recharge rate.

For craft equipped with a shield system it is also possible to transfer stored energy directly between the cannons and shields (in either direction.)

There are also two special memory functions that allow for two custom power configurations to be stored for instant retrieval. The two most common configurations chosen by pilots are one with all system settings at the maximum recharge rate and one with all system energy redirected to the engines.

Shield System Controls

Shields systems on starfighters can be directed all to the front, all to the rear or evenly between front and rear. The default setting is even to front and rear. In this mode the shields will automatically rebalance when hits are taken from either direction.

Weapon Systems Controls

All starfighters are equipped with laser cannon(s). Depending on the specific craft and allowing for special custom configurations you may also have ion cannons, warhead launchers, beam weapons and/or countermeasures. Cannons and warheads are the principal offensive weapons and can only be employed exclusively of each other. That is to say, you must choose whether to fire cannons or warheads, you cannot use both simultaneously. Beam weapons

and countermeasures, on the other hand may be used simultaneously with any other weapons. Cannons and war-head launchers can be fired singly, dually or, (for craft with four laser cannons), fire-linked to fire all four cannons simultaneously.

Cannons, warheads and beam weapons are all forward firing so your target must be directly in front of you to properly employ these weapons. Countermeasures are special rearward firing defensive weapons that are employed against attacks to your rear.

When selecting which weapon to use, it is important to consider the nature of the target (small or large, shielded or unshielded) and the distance to the target. The maximum effective range of supercharged starfighter laser cannons is just under 1.5 kilometers. Ion cannon range is slightly less. Warhead range depends on the target. Against small targets such as other starfighters, transports, mines and satellites the range is 2.5 kilometers. Against large targets such as starships, platforms and factories the range is 6 kilometers. Beam weapons are effective out to 1 kilometer. The flare countermeasure has a maximum range of about 0.5 kilometer.

Targeting & CMD System Controls

Your starfighter is equipped with a battle computer or astromech droid that is linked to your craft's sensor and targeting systems to assist you in the effective employment of your weapons. When your target is in front of you and in range the targeting sight indicates whether or not to fire the chosen weapon.

If you are using cannons the targeting box will turn green to indicate a good firing solution. Against a moving target you will need to lead the target by aiming at a point just in front of the target. How much of a lead is necessary will be determined by the range to the target, the angle between your flight path and the target's flight path and how fast it is moving. Note that when cannons are used in dual fire or fire-linked mode the targeting box turns green even if only one of the shots fired will actually hit.

If you are using warheads the targeting process has two steps. The first is the target acquisition phase. During this phase the target must be kept within the target box, which will turn yellow to indicate that a lock is being acquired. This is accompanied by a beeping tone. The second phase is the target locked phase which is indicated when the targeting box turns red and the tone becomes steady. At this point the warhead may be fired and forgotten about, (it will track and maneuver to hit the target on its own.)

If you are using a tractor beam or jamming beam you must point your craft directly at the target and keep the target within the targeting box. You do not have to have a target when using the decoy beam as its purpose is to confuse enemy targeting systems. When the decoy beam is activated the craft employing it cannot be detected by other ships' sensors. Note that the craft using a decoy beam may still be observed visually; the decoy beam is not a "cloaking" devise.

In Flight Communication

During flight, you will receive a wide variety of radio transmissions from many different sources. These messages come from your wingmen, the tactical officer for the mission and your commanding officer. These important people are described below:

Training Officer The Training Officer is present only in the early training exercises. It is his job to familiarize you with the variety of ship's systems, and the basics of starfighter piloting. Pay close attention to his instructions as the skills you learn under his tutelage are vital to becoming a successful starfighter pilot.

Tactical Officer Throughout the course of a mission, the Tactical Officer relays to you vital information about friendly and enemy craft in the area. The Tactical Officer will inform you whether they are under attack from starfighters or starships, how much damage they've sustained, if they've been disabled or boarded, and other such important mission oriented messages. Pay close attention to his radio messages, as the information he provides you with can help you to prioritize your targets and appropriately protect or destroy the craft that are most vulnerable.

Commanding Officer Your Commanding Officer is the person who informs you whether your mission has been a success or failure. This is the one officer you do not want to disappoint!

Wingmen Your wingmen are members of your flight group who battle along side you in the combat environment to help you achieve your mission goals. They will obey your every order, so it is important that you use them effectively. They will inform you when they are under attack, and when they have destroyed their target.

Wingmen Commands

Attack my Target [Shift-A]: This orders your wingmen to attack your currently selected target. In multiplayer games, this also sends a message to all the players on your team to attack your target. When this message is displayed, players can acknowledge this request by pressing the [Spacebar], and the target will automatically be updated in the CMD.

Cover Me [Shift-C]: This orders your wingmen to attack the nearest starfighter that is attacking you. Similar to the "Attack my target" command, it also sends a message to any players on your team to provide cover for you. When this message is displayed, players can acknowledge this request by pressing the [Spacebar] and the target will automatically be updated in the CMD.

Ignore Target [Shift-I]: This orders your wingmen to stop attacking the target you currently have selected. Useful when you want to get in the "kill shot" yourself!

Evasive Action [Shift-E]: This orders a ship under your command to try their best to fly defensively and shake any attackers.

Report In [Shift-R]: This orders the selected friendly craft to give you a situational report on exactly what it is that they are doing.

Wait for Further Orders [Shift-W]: This orders the currently selected wingman to come to a complete stop and wait for you to give them an order. This effectively makes them a sitting duck, so be sure to give them the following order.

Go Ahead; Proceed with Mission [Shift-G]: Orders the currently selected wingman to continue with the mission.

Head Home [Shift-H]: Orders the currently selected wingman to bug out and head for their mothership or hyperspace point. Ships given this order will ignore any attacks made on them, and may also become sitting ducks if their hyperspace point or mothership is a good distance away!

Board Me [Shift-B]: In some missions you may have a reload craft standing by to replenish your supply of warheads. Target your reload craft, give them this order, and they'll make a bee-line to you to dock and transfer more warheads. Since both your ships are extremely vulnerable at this point, it is best to make your rendezvous well away from the combat area.

Send Reinforcements [Shift-S]: In some missions, you may have reinforcements standing by to offer you assistance in a tight spot. Use this command to bring in the cavalry!
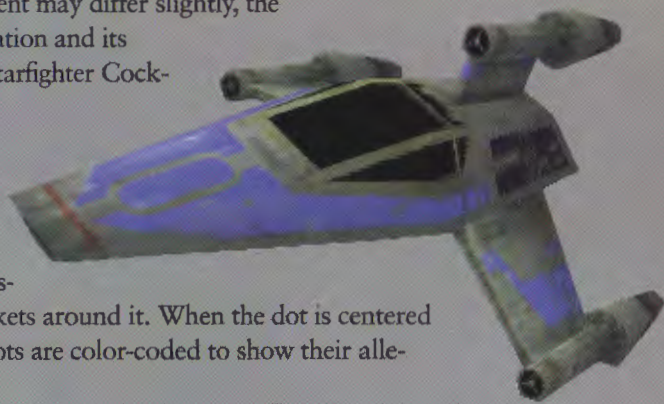
To communicate with other players in the mission, press the [TAB] key, type in your message, then hit [ENTER] to send. You can cycle through the recipient list by repeatedly hitting the [TAB] key to cycle between Friendly Team, Enemy Team, and messages to All players in the game.

FLIGHT INSTRUMENTATION

This section will cover the many aspects of piloting a craft and the onboard systems at your disposal. Each ship contains many similarities in cockpit design, allowing a pilot to move from craft to craft with a minimal learning curve. While weapons configuration and actual positioning of each instrument may differ slightly, the overall operation of each craft remains similar. Below is a list of instrumentation and its functions. The layouts of the individual craft cockpits can be found in the Starfighter Cockpit section of the Manual.

Sensors

The sensor displays located at the upper corners of your cockpit show all craft and objects in the vicinity. The **Front Sensor** (upper-left) shows objects to the front and the **Rear Sensor** (upper-right) shows objects to the rear. Objects are shown as dots on the sensors. The brighter the dot, the closer it is to your ship. The dot representing your current target will have brackets around it. When the dot is centered on a sensor display, that means it is directly in front or behind your ship. Dots are color-coded to show their allegiance. Learn the following chart to be able to quickly identify hostile craft:

Green Rebel	**Red** Imperial	**Yellow** Pirates
White Mines, Probes & Satellites	**Blue** or **Purple** Unknown	**Flashing Yellow / Red** Warheads

Combat Multiview Display (CMD)

The CMD serves many functions. It gives all available information on your target's status as well as distance from your ship, cargo information and the currently targeted craft component.

When you target a ship, it is displayed in the center of the CMD. Above the display is its ship type and name. The 3D display of the ship will rotate to reflect its orientation relative to you. This allows you to tell whether a ship is heading towards you or away from you.

Your target's status is listed in three areas. First is the target's shield strength (SHD). Once you have knocked out

its shields you will begin to decrease its hull integrity (HULL). Once these two levels reach 0%, the ship is destroyed. When disabling a ship with ion cannons, after the ship's shields are down, its systems level (SYS) will decrease. When the systems reach 0%, the ship is disabled.

The next readout shows the distance your target is from you (DIST). The distance is displayed in kilometers (km). Distance is very important when locking on with torpedoes and missiles. Getting in the first shot is often crucial to ensuring victory.

In the lower-left corner of the CMD is your target's cargo readout. To identify the cargo of a craft, it must be targeted and you must fly close enough to allow your ship's sensors to scan the cargo hold. The smaller the ship, the closer you must fly to the craft to inspect its contents. Shuttles, tugs, freighters, etc. must be approached within 0.20 km to identify the cargo.

The lower-right corner of the CMD displays the currently targeted component on the selected ship. Possible components to target include a ship's hull, laser turrets, bridge, engines, etc. This feature is useful against a capital ship, as knocking out its laser turrets makes it more vulnerable to destruction or capture.

When a starfighter is targeted the CMD will show its action and current target.

Targeting Heads Up Display (HUD)

Centered in your front viewport is the Targeting HUD. This floating display is used to indicate when a target is within range and when a proper firing angle is attained.

Around the targeting box are a number of lights, some of which indicate weapons armed and some of which make up the Outside Threat Indicator Array (OTIA).

Along the sides and under the targeting box are your laser / ion indicators. They will light green when your laser or ion cannons are armed and ready to fire. The lights will also indicate if your lasers are on single, dual or linked fire modes. When your targeted craft is within range and a proper firing angle is achieved, the target box will turn green.

Along the top of the targeting box is the OTIA. The left indicator will light up if you are being targeted by an enemy starfighter's laser systems. The middle-left light indicates you are being targeted by a capital ship's lasers. The middle-right light shows when a beam weapon is being used on your craft. The right indicator light will blink yellow if you are being targeted by an enemy craft trying to lock on with a warhead. When the lock is established, the light

will turn solid red. Missile threat indicators are also accompanied by distinctive warning tones. When a warhead has been fired at your craft it can be targeted by pressing the spacebar.

The HUD is also used when locking on with a warhead. While the targeting computer is attempting to lock, the HUD will turn yellow. Once you have a lock, the HUD will turn red.

Weapons

Laser and ion cannon power levels are indicated by lighted banks: green or red for lasers, blue for ion cannons. There are two levels of charge: normal level, indicated by a dim light, and supercharged, shown as a bright light. Supercharged weapons will give you greater range and power. Once the lights go dark, you will have to wait for them to recharge before you can fire again. To recharge laser cannons, consult the section labeled Energy Array later in this document.

Near your laser / ion indicators is your warhead indicator. If your starfighter is equipped with warheads a count of the remaining load will be shown here. Like your laser cannons, you can fire them individually or linked.

Throttle Control

Your throttle control display has two readouts: your throttle indicator and speed indicator. The throttle indicator shows the percentage of power being allocated to your engines. The speed indicator shows how fast your craft is traveling.

A craft's maneuverability is affected by how fast it is traveling. All ships have maximum maneuverability when they are at 1/3 power with all other systems at normal. If a ship is flying above or below 1/3 power, or if its power is redirected away from its engines, its maneuverability will drop.

For more information on how speed and thrust may be affected, see the section labeled Energy Array later in this document.

Hull / Shield Indicator

This display shows the integrity of your hull and the charge level of your shields if your craft is equipped with them.

Your hull's integrity is indicated by the color of the ship icon; green shows undamaged, yellow is damaged, and red is critical.

Shield strength is likewise indicated. Once your shields are depleted, you must recharge them or your hull will begin to take damage. To recharge your shields, consult the section labeled Energy Array later in this document.

Mission Clock

The mission clock is used for two purposes. In the Melee Missions it's used to display the time remaining in the scenario. In combat it's used to keep track of elapsed mission time.

Energy Array or LES (Lasers, Energy, Shields)

The Energy Array is the most crucial aspect of your starfighter. It allows you to control the power output to each of your systems, allocating as much or as little power as needed. Think of it as a central battery that all systems draw from. When all systems are charging at maintenance rates, shields and lasers will decrease as damaged or used. To recharge one of your systems, you must take power away from the engines to redirect it to the system that needs recharging.

For example, if your ship's shields have taken damage, you must recharge the shields. When you increase the shield charge rate, your ship draws the power from the engines. Therefore, even though your ship remains at the same throttle rate, it will travel at a decreased speed with less maneuverability. Conversely, if you need to get somewhere in the shortest amount of time, redirect all power to the engines by dropping the laser and shield charge rates to minimum.

Engines: Engines are controlled by thrust. The readout labeled "E" shows the power dedicated to engines. You do not have direct charging control of engine power. When power is redirected to or from lasers, shields or the beam weapon it is the engine level that increases or decreases. As noted above, you may be at 100% throttle, but if another system is drawing power from the engines, you may not be traveling at full speed.

Lasers: The readout labeled "L" shows the current charging rate of your laser and ion cannons. When the display is at mid-level, laser cannons are recharging at maintenance level. This means, as laser cannon shots are fired, laser power will dissipate until it is recharged. If the display is below the mid-level line, laser cannons are charging at a decreased rate, and your ship will lose laser power even if you are not firing them. When the display shows above mid-level, your laser cannons are recharging and will continue to recharge until they are at full supercharged capacity.

Additionally, you can quickly transfer energy to your lasers from your shield system, if your craft is equipped with

one. It's usually a good idea to increase your laser recharge rate once you get into heavy combat. The last thing you want is to run out of laser energy in the middle of an intense furball.
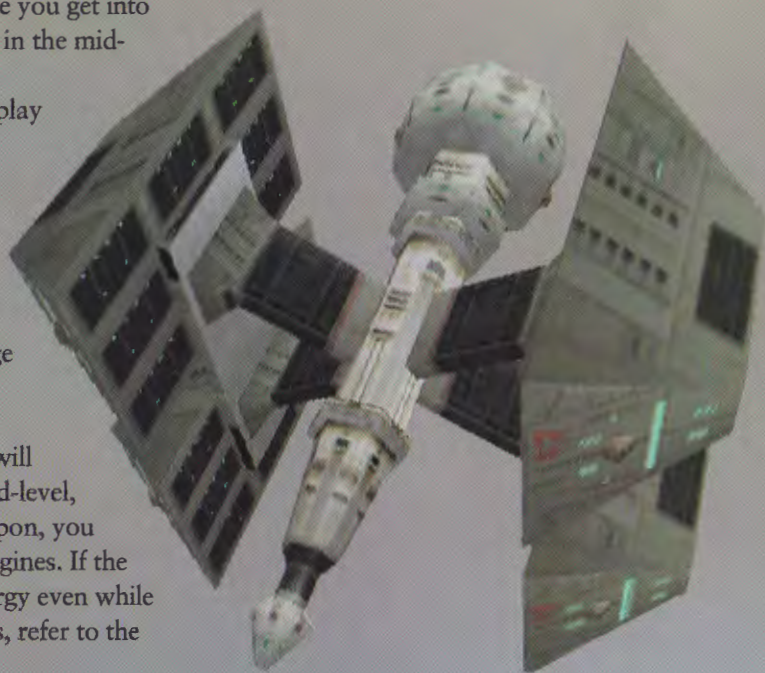
Shields: If your ship is equipped with shields, you will have a display labeled "S." The shields have two levels. The first tier is normal shields. You may double charge your shields by increasing your shield recharge rate until both of the first and second tiers are full. If the shield level display is below mid-level your shields will lose power, even if your ship is not being damaged.

Like your laser system, you can alternatively transfer energy to your shields from your lasers. This is a great way to quickly recharge your shields if you've taken a lot of hits.

Beam Weapons: Some Imperial ships can be fitted with beam weapons. If your ship is equipped with one, a readout labeled "B" will appear in the cockpit. Like the other systems, if the readout is at mid-level, the beam will deplete energy as it's used. To recharge the beam weapon, you must increase the recharge rate, which will draw power from the engines. If the recharge rate is below the mid-level, the beam weapon will lose energy even while not in use. For a description of the different types of Beam Weapons, refer to the **Craft Configuration** section.

In-flight Map / Observation Deck

By using the In-flight Map you can get a quick tactical overview of the battle. When viewing the map, you can choose to have the computer control your craft, or to leave your ship flying level at its current speed. If you have lost all of your craft in a battle but other players are still involved, the map becomes the Observation Deck. From here you can continue to watch the mission from a tactical viewpoint. You can also continue to give orders to both computer controlled and human team mates.

The map can be viewed from a 2D or 3D perspective. In the 2D view you can move the display up, down, left, and right. In the 3D view you can rotate and pivot the camera in space. You can zoom in or out in both views.

You will also notice colored lines attached to each craft. One line will show the altitude of the craft while the other will show its target if it has one. At the base of the altitude line is a mark to show a ship's heading and speed. The longer the mark, the faster the ship is moving.

See the **Keyboard Commands** for viewing options in the Map / Observation Deck.

Threat Display

The Threat Display is a useful way to assess what other craft in the mission are doing. By pressing the Z key, the Threat Display will show your target and give the same information as your CMD, such as name, hull and shield condition, cargo, and target, as well as information on its current orders, current destination, distance to destination, and time to destination. Press the asterisk key on the numeric keypad to enable a "movable" view of your target where you can rotate and zoom in and out on your target.

HUD Pop-ups Control

Since the action can't be paused every time you want to check your damage or goals, there are many pop-ups that can be displayed in your HUD, that won't pause the mission or block your view in the cockpit. Below is a description of each of the pop-ups and the keystroke to access them.

▶ **Mission Goals (G):** Displays the mission goals and their current status, as well as the status of the mission: unresolved, victory, loss, or draw. Goals that are completed are listed in green. Goals to complete are listed in yellow. Goals to prevent are listed in blue. Any failed goals are listed in red. In some cases, a number in parenthesis will be listed next to a goal. These are listed when the goal is a percentage of craft that you must protect, destroy, etc.

This number will continually update during the course of a mission, and it's a great way to check on the overall progress of the mission.

▶ **Message Log (L):** Shows a log of all the messages received in the mission so far and at what time in the mission they came in.
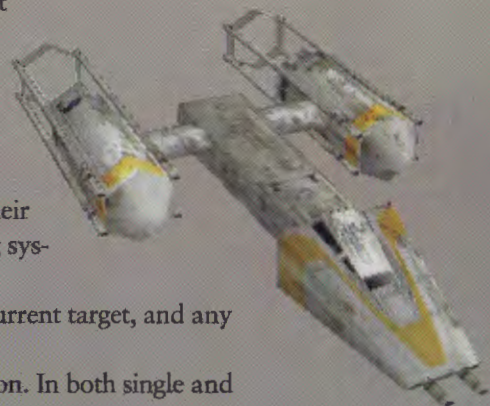
▶ **Damage Assessment (D):** Displays any damage your craft has taken as well as the time remaining to repair it. If more than one system is damaged, you can change the repair priority by selecting the system you want fixed first using the up and down arrows, then pressing **ENTER**.

▶ **Friendly List (F):** Shows a list of the friendly craft in the mission and their current status, their current target, and any goal associated them. These pop-ups are unavailable if your targeting system is damaged.

▶ **Enemy List (SHIFT-F):** Lists the enemy craft in the mission and their current status, their current target, and any goal associated them. These pop-ups are unavailable if your targeting system is damaged.

▶ **Scoring Kills (K):** Lists all players in the mission and their current scores and scoring position. In both single and multiplayer Melees, this also shows the scores of any AI controlled pilots you are competing against. In tournaments, the top three places are shown as a number in parenthesis after the player's name. Your place is always shown as well.

NOTE: Once a pop-up is selected, pressing the **left** and **right** arrows will move through the various pop-up controls. Pressing the **up** and **down** arrows will scroll through any pop-up information.

STARFIGHTER COCKPITS

This section will cover the nine different craft available and their cockpit layouts.

Imperial Craft

▶ **TIE fighter:** The TIE fighter is the main ship used by the Empire. It is fast, maneuverable, and when used in great numbers, deadly. However, it has no shields and carries only a minimum weapon load.

▶ **TIE interceptor:** Faster and more maneuverable that the TIE fighter, the interceptor still lacks shields. Like the X-wing, it is an excellent escort and attack craft.

▶ **TIE advanced:** The most deadly of the TIE craft, the advanced is the only TIE type ship to have shields. It can also carry a generous payload

▶ **TIE bomber:** Slower and more sluggish than the TIE fighter, the bomber can carry more weapons for attacks on capital ships, but like the TIE fighter, it has no shields. The TIE bomber generally relies on the attack craft for protection while making its attack runs.

▶ **Assault Gunboat:** Sporting shields and the largest arsenal of any Rebel or Imperial ship, the Gunboat is a formidable weapon. Slower than some of the smaller craft, it is still well-rounded and can fulfill the role of escort, attack, or heavy bomber with equal aplomb.

Rebel Craft

▶ **X-wing:** The X-wing is the mainstay fighter of the Rebel fleet. It is an excellent space superiority fighter, filling both attack and escort roles.

▶ **A-wing:** The A-wing is the fastest of the Rebel ships. It can serve as both an attack ship or scout craft. Its speed and maneuverability allow it to quickly enter an area and identify cargo for capture and then seamlessly move to an escort role.

▶ **Z-95 Headhunter:** The precursor to the X-wing, the Z-95 is the weakest of the Rebel craft. It has the same speed as an X-wing, is slightly more maneuverable but has very weak shields.

▶ **Y-wing:** A heavy bomber used for attacks against capital ships, the Y-wing is sluggish and slow, but has good shields and can carry a large cache of weapons. The Y-wing also has ion cannons which can be used to disable ships for capture.

HUD VIEW

Forward Sensor

Rear Sensor

Warheads Available

Targeting Sight/ Warning Lights

Laser Cannon Recharge Level

Engine Power Level

Shield Recharge Level

Beam Weapon Recharge Level

Shield / Hull Strength Indicator

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Beam Weapon Indicator

HUD VIEW
WITH POP-UPS

Message Log

Damage Assessment

Forward Sensor

Rear Sensor

Mission Goals

Targeting Sight/ Warning Lights

Laser Cannon Recharge Level

Engine Power Level

Mission Score

Friendly Craft Status

Shield Recharge Level

Shield / Hull Strength Indicator

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

TIE FIGHTER

Forward Sensor

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Laser Cannon

Speed

Hull Strength Indicator

Mission Clock

Warheads Available

Combat Multiview Display (CMD)

Engine Thrust Percentage

Countermeasures Remaining

TIE INTERCEPTOR

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Laser Cannon

Beam Weapon Recharge Level

Hull Strength Indicator

Countermeasures Remaining

Mission Clock

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Beam Weapon Indicator

TIE ADVANCED

Laser Cannon

Speed

Warheads Available

Engine Thrust Percentage

Mission Clock

Countermeasures Remaining

Forward Sensor

Rear Sensor

Targeting Sight/ Warning Lights

Laser Cannon Recharge Level

Shield Recharge Level

Beam Weapon Recharge Level

Engine Power Level

Shield / Hull Strength Indicator

Combat Multiview Display (CMD)

Beam Weapon Indicator

TIE BOMBER

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Laser Cannon

Beam Weapon Recharge Level

Hull Strength Indicator

Beam Weapon Indicator

Countermeasures Remaining

Mission Clock

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

ASSAULT GUNBOAT

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser / Ion Cannon

Engine Thrust Percentage

Speed

Shield / Hull Strength Indicator

Countermeasures Remaining

Mission Clock

Beam Weapon Indicator

Laser Cannon Recharge Level

Shield Recharge Level

Combat Multiview Display (CMD)

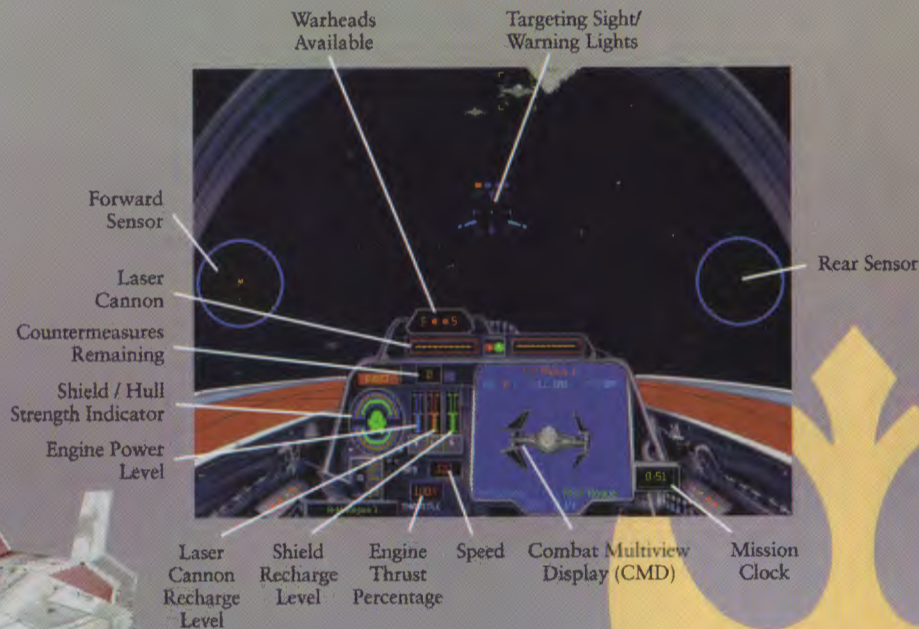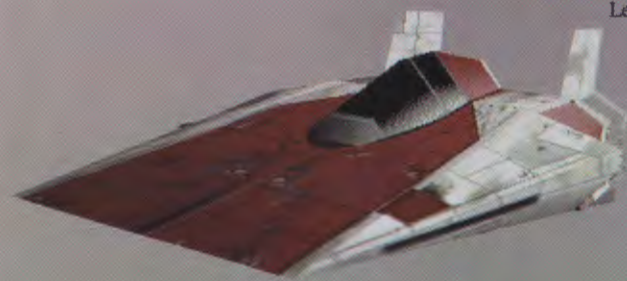Engine Power Level

Beam Weapon Recharge Level

X-WING

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Countermeasures Remaining

Engine Power Level

Laser Cannon

Laser Cannon Recharge Level

Shield / Hull Strength Indicator

Shield Recharge Level

Mission Clock

Combat Multiview Display (CMD)

Speed

Engine Thrust Percentage

A-WING

Warheads Available

Targeting Sight/ Warning Lights

Forward Sensor

Rear Sensor

Laser Cannon

Countermeasures Remaining

Shield / Hull Strength Indicator

Engine Power Level

Laser Cannon Recharge Level

Shield Recharge Level

Engine Thrust Percentage

Speed

Combat Multiview Display (CMD)

Mission Clock

Z-95 HEADHUNTER

Forward Sensor

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon

Shield / Hull Strength Indicator

Warheads Available

Countermeasures Remaining

Mission Clock

Engine Thrust Percentage

Engine Power Level

Combat Multiview Display (CMD)

Laser Cannon Recharge Level

Shield Recharge Level

Speed

Y-WING

Forward Sensor

Warheads Available

Countermeasures Remaining

Laser / Ion Cannon

Rear Sensor

Targeting Sight/ Warning Lights

Shield / Hull Strength Indicator

Shield Recharge Level

Laser Cannon Recharge Level

Mission Clock
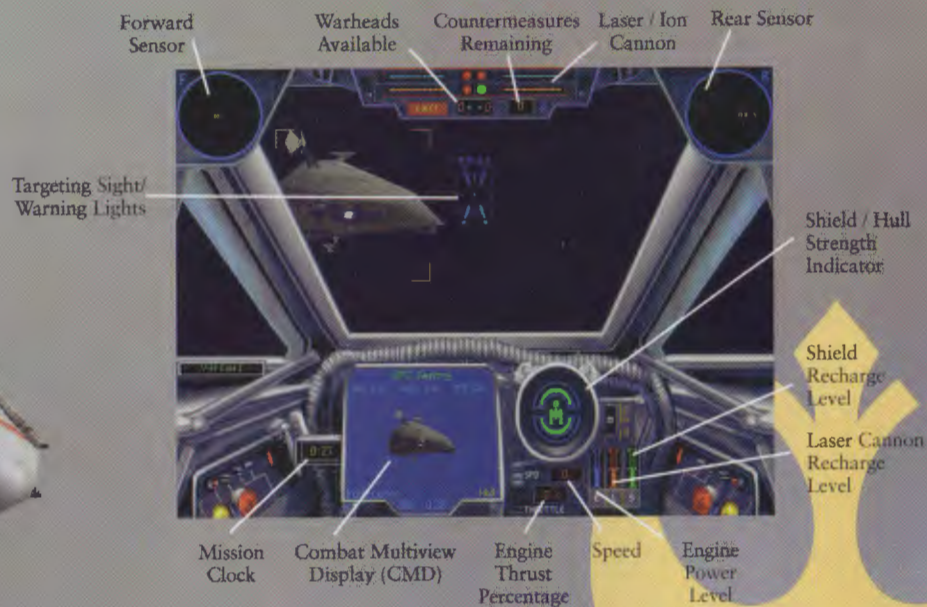
Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Engine Power Level

DEBRIEFING

A mission is over when it is completed, quit, when all craft have been destroyed or when a time limit (if present) runs out. When the mission ends you will be taken to the **Debriefing** screens.

The **Debriefing** screens will show the name of the mission and all statistics from the mission, along with a tournament or battle summary if available. The following debriefing screens may be available.

▶ **Mission Overview:** The overview lists all of the pilots in the mission with their scores, kills, and deaths. It will also show the number of kills you had versus each player as well as the number of times you were killed by each pilot. The number in parentheses is the number of shared kills.

▶ **Player Statistics:** This screen will show your individual achievements with a mission score, summary of kills, and a breakdown of your craft kills by type.

▶ **Tournament Summary:** The summary shows all of the pilots involved in the tournament and their current ranking based on score.

▶ **Battle Summary:** This screen displays how many wins each side has achieved during the battle, and how many wins are needed by your side to win the entire battle. Also displayed is each mission that has been played and which side won that mission.

PILOT RECORDS

The Pilots screen allows you to create, delete, select, and view different pilots. You can also access all scoring, awards, and ratings the selected pilot has accumulated. Any pilot can be used to fight for either the Rebellion or the Empire. To switch sides, click on the **Rebel Pilots** or **Imperial Pilots** button. All statistics, awards, etc. will be separated to show what you've accomplished for each side and the background will change to identify which side is selected.

To Create a New Pilot: Type the name of your new pilot and hit **ENTER**.
To Select / View Pilot: Click on the name of the pilot you wish to use or view.
To Delete a Pilot: Click on the name of the pilot you want to delete then click on the **Delete Pilot** button.

▶ **Pilot Statistics:** Shows all of the selected pilot's statistics, including kills, etc.
▶ **Pilot Awards:** Shows a tally of the number of ribbons you've received in each type of mission (see below for details).
▶ **Pilot Rating:** Shows your pilot's rank and when that rank was achieved (see below for details).
▶ **Mission Achievements:** Lists all missions flown (in both solo and multiplayer) and shows best score, best award attained, best time, and best placing.
▶ **Rebel Pilot:** Shows all statistics from Rebel missions.
▶ **Imperial Pilot:** Shows all statistics from Imperial missions.

PILOT AWARDS

There are four different types of awards that you can earn during the course of your flight career. Each award has five positive levels of achievement and one negative. For single player missions, only the best award for each mission is recorded in the award totals, whereas in multiplayer missions you can accumulate numerous awards for the same mission. In either case the highest award achieved is shown next to the mission name in **Mission Selection**.

Plaques are awarded for success during melee missions. They are usually awarded for finishing the melee in first place with the higher levels awarded for winning margins of 5,000 and 10,000 points. In single player. the highest level can only be achieved by playing on **Hard** difficulty level. In multiplayer mode, the higher levels of award come from playing against many human players at once.
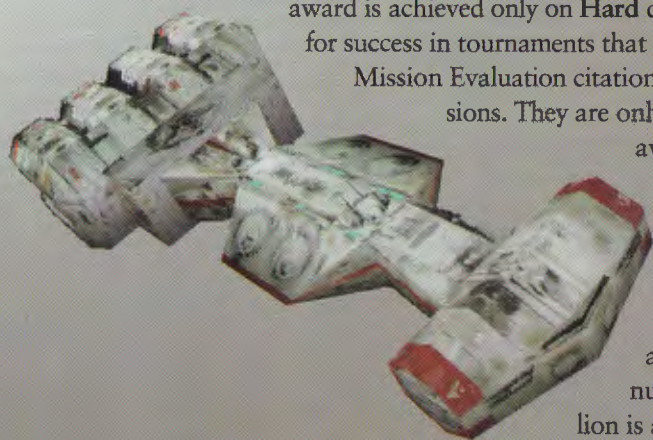
Trophies are awarded for success in the tournaments. They are awarded in the same fashion that melee plaques are awarded, but the higher levels are awarded for winning margins of 10,000 and 20,000 points. And the highest award is achieved only on **Hard** difficulty. In multiplayer mode, the top level tournament trophies are awarded for success in tournaments that are composed of many human pilots.

Mission Evaluation citations are awarded for good performance in training exercises and combat missions. They are only awarded if the mission has been successfully completed. The rank of the award is based on the number of points achieved. For single player missions, the difficulty level adjusts the award level with **Easy** difficulty lowering the award level and **Hard** level increasing it. To achieve the highest level of award you must play on Hard, win the mission and score more than 50,000 points.

Battle Medallions are awarded for winning a battle. The higher levels of award are not based on points, but on how many victories you won by. The number of players on each side are also factored in. The highest Battle Medallion is achieved by winning a battle by a margin of four missions and by playing on a side with at least one fewer players.

PILOT RATINGS

As you fly missions and defeat opponents, your skills will increase and your pilot will gain awards and promotions. There are twenty five pilot ratings you can achieve based on the Promotion Points you have acquired. Points are accrued through full kills, shared kills and assists. Also, as you begin to improve in pilot rating, you must battle opponents of your skill level or higher to continue advancement. Specifically, you will only be credited full points for kills against opponents rated at four levels below your current rating or higher.

Below are the ratings. You start as a Trainee but demotions will result in the lower ratings.

▶ Target Drone	▶ Officer 4th Class	▶ Veteran 4th Grade	▶ Ace 4th Level
▶ Ground Crew	▶ Officer 3rd Class	▶ Veteran 3rd Grade	▶ Ace 3rd Level
▶ Trainee	▶ Officer 2nd Class	▶ Veteran 2nd Grade	▶ Ace 2nd Level
▶ Flight Cadet	▶ Officer 1st Class	▶ Veteran 1st Grade	▶ Ace 1st Level

NOTE: There are 25 attainable pilot ratings. By playing single-player, you can reach up to the 15th rating. The top ten ratings are only achievable by flying in multiplayer missions. We'll leave it up to you to discover the highest ratings.

CRAFT DATABASE

Displays the many craft you may encounter or pilot along with crucial statistics such as speed, armament, and shielding.

▶ **Rotate Y:** Rotates the selected craft on its vertical axis.

▶ **Rotate X:** Rotates the selected craft on its horizontal axis.

▶ **Change Lighting:** Adjusts the position of the light source.

▶ **Next Craft:** Cycles forward through the Craft database.

▶ **Previous Craft:** Cycles backward through the Craft database.

▶ **Done:** Clicking on Done or the Craft button will return to the previous screen.

CONFIG

Using the Config options, you can customize different aspects of the game to suit your computer and your preferences.

Multiplayer Connection Options

Use these options to choose the connection type you are using for a multiplayer connection and for customizing your game.

▶ Select Connection Type

■ **IPX:** For playing over a Local Area Network (LAN)

■ **TCP/IP:** For playing over the Internet or a LAN. You must have your host's IP address before starting the game in order to connect.

■ **Direct Modem:** To connect directly via modem to another computer, you must enter you host's modem phone number. Game limited to two players.

■ **Direct Serial:** For connecting computer to computer via a serial cable or null modem. Game limited to two players.

▶ General Connection Options

■ **Game Session Password:** Use to set a password that each player must use to join your game. Passwords are case sensitive.

▶ Server Options

■ **Playing over the Internet?:** Select if the game is taking place over the Internet.

▶ **Server Update Rate:** This sets how often the world is updated per second. The more often you choose to update, the more accurate the world is and the more processing power is required. A lower setting causes more warping but uses less processing power. Used by the host.

■ **Low:** Setting used for slower machines.

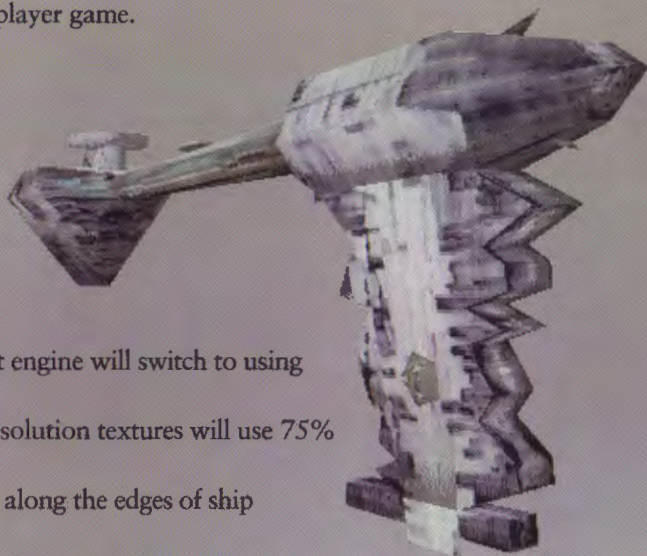■ **Medium:** Normal setting.

■ **High:** Optimal setting.

Single Player and Multiplayer Flight Engine Options

There are many factors that can affect the performance you will experience during flight. Generally, slower machines must use less detailed settings to maintain a decent frame rate. By customizing the options below, you should be able to attain a smooth flight experience. The flight engine options are divided into Single Player and Multiplayer since a multiplayer game takes more processing power than a single player game.

▶ **Screen Resolution:** Sets the resolution of the flight engine.

▶ **Window Size:** Sets the size of the window for the flight engine.

▶ **Number of Colors:** Sets the number of available colors used in the flight engine.

▶ **Brightness:** Sets the brightness level of the flight engine graphics.

▶ **Space Debris:** Turns space debris on and off.

▶ **Backdrop:** Turns background features such as planets and galaxies on and off.

▶ **Starfield Density:** Sets the amount of stars visible in space.

▶ **Use Low Detail Models:** Sets the distance from an object at which the flight engine will switch to using a higher detail model.

▶ **Texture Resolution:** Sets the detail level of the model textures. Using low resolution textures will use 75% less memory.

▶ **Dithering:** Sets the level of smoothing that occurs between color bands and along the edges of ship models.

▶ **MIP Mapping:** Sets the distance from an object when the textures will change to a more detailed level.

▶ **Local Light Source:** Turns the light source from explosions and laser fire on and off.

▶ **Specular Highlights:** Turns highlights on and off.

▶ **Diffuse Lighting:** Turns the single directional light source on and off.

Sound Options

▶ **Data Pad SFX:** Turns on/off sound effects in the Data Pad, and sets the volume level.

▶ **Flight Engine Exterior SFX:** Turns on/off outside sound effects like lasers, explosions, starfighter fly-bys, collisions, etc. and sets their volume level.

▶ **Cockpit Interior SFX:** Turns on/off sounds for setting your recharge levels, switching weapons, warning tones, etc. and sets their volume level.

▶ **Engine Sound:** Turns engine sounds on / off and adjusts their volume level.

▶ **Pilot Messages:** Adjusts how often you hear voice message from your wingmates and sets their volume level.

▶ **Tactical Officer Messages:** Adjusts how often you get voice messages from your Tactical Officer and sets the volume level.

▶ **Commander Messages:** Turns commander messages on / off.

▶ **Special Mission Messages:** Turns on / off voice messages.

▶ **Data Pad Music:** Turns on / off background music in the Data Pad.

   Flight Engine Music: toggles on /off music in-flight and sets the volume level.

Joystick Options

Allows you to configure your joystick buttons to match keystrokes. You can assign any keystroke to a button by selecting the button from the Remappable Buttons list or pressing the button on your joystick, then selecting the keystroke for that button to emulate. (Note: make sure Caps Lock is off before configuring joystick.)

▶ **Restore Defaults:** This will reset all settings to their original state. You will receive a warning that choosing this option will erase any other saved settings.

EXIT

The Exit button on the Data pad exits the game and returns you to your Windows95 desktop.

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